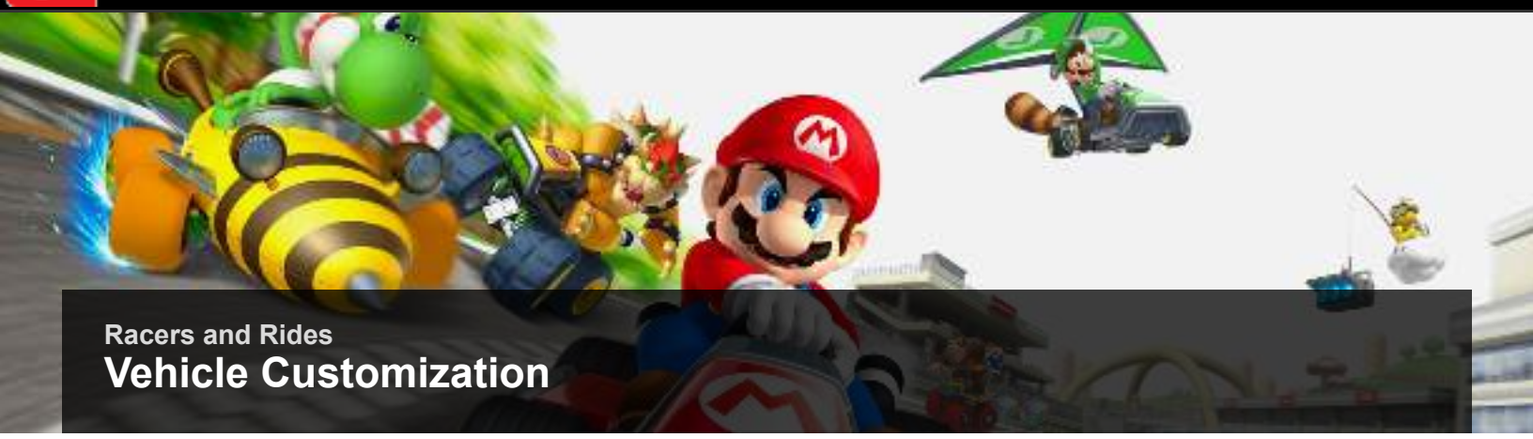


Racers and Rides

Vehicle Customization

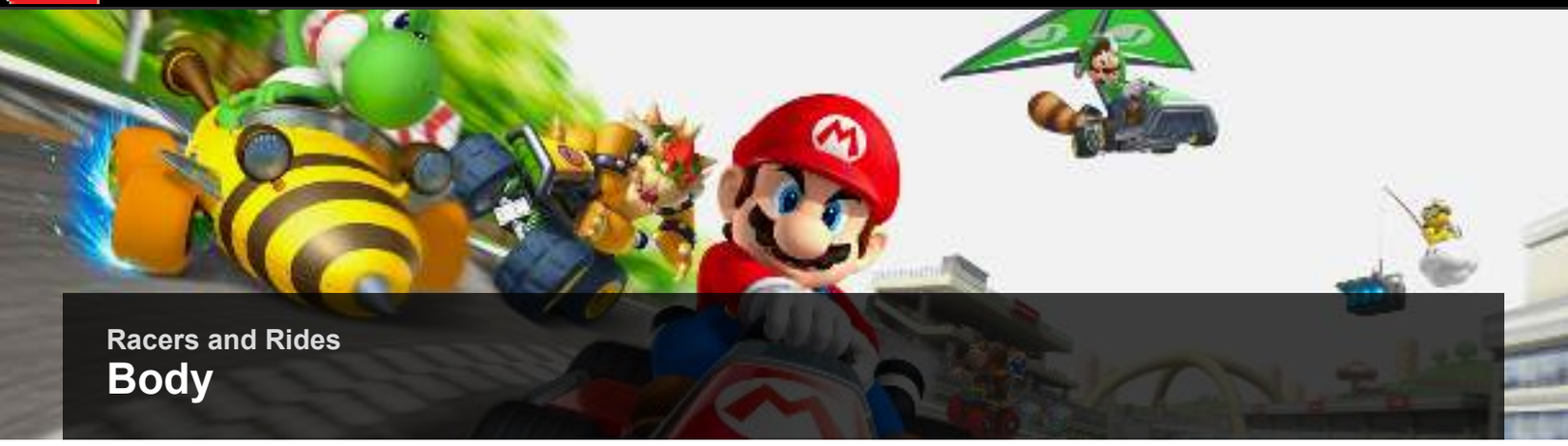
After selecting your driver, you are taken to a screen where you are allowed to construct a kart or bike out of the parts available to you. While your early selection of parts limits you at first, you can unlock a wide array of karts, bikes, tires, and gliders that suit your needs!

UNLOCKING PARTS

As you take on the various Grand Prix Cups, and race online against live opponents, you will unlock a number of parts to help tune up your machine. Parts are unlocked with every 30 Coins you collect.

There are three specific parts that do not get unlocked in this fashion:

- **Gold Standard Kart: This body part requires that you score at least one star on every Grand Prix.**
- **At the bare minimum, you must score 54 points by the end of the final race in a Grand Prix!**
- **Gold Tires: These shiny tires can be unlocked if you are able to beat the Staff Ghost on every course in Time Trial mode.**
- **Gold Glider: To get yourself some wings of gold, you have to collect 10,000 Coins! Note that this counts Coins picked up from the track, and the Coins earned from Item Boxes. This can be made to go faster by playing lots of local multiplayer races with friends.**



Racers and Rides

Body

Body parts determine the sort of handling you're going to get out of your ride, moreso than any other part.

Depending on your chosen body part, your ride will be a kart, an ATV, or a bike. Karts tend to be heavier, which makes them good for mixing it up in the pack. They're also larger targets for item attacks. By contrast, bikes are generally lighter, which makes them easier to push around, though that can be offset with a heavier weight class of driver, or the right kind of tires. ATVs are a hybrid of karts and bikes in terms of stats and performance.

WHAT'S THE DIFFERENCE BETWEEN KARTS, BIKES, AND ATVS?

The real difference is in the style of drifts. Karts and ATVs drift similarly. When drifting, a kart and an ATV tend to slide away from a turn to widen their arc. Drifting in these body types is also very controllable, letting players adjust themselves mid-drift.

Where things get interesting is with bikes. There are actually two sub-categories of bike: standard and sport. Standard bikes drift similarly to every other body type. Sport bikes more or less commit to the turn during a drift, sharply cutting in the direction of the turn. This makes the sport bikes very difficult to adjust mid-turn, and makes inexperience in this body type very costly when you start drifting into rough terrain or hazards you'd normally be able to skirt around by adjusting your drift with other body types. Sport bikes do tend to be very fast, which can offset the challenges of drifting with one.

STARTER BODIES

These bodies are available when you begin the game.

CIRCUIT SPECIAL

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 1**
- **Grip: 3**

- **Mini-Turbo: 1**
- **Speed (Land): 5**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 2**

CITY TRIPPER

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 6**
- **Grip: 3**
- **Mini-Turbo: 6**
- **Speed (Land): 1**
- **Speed (Sea): 3**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 5**
- **Handling (Sea): 4**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

COMET

BODY TYPE: BIKE

- **Weight: 2**
- **Acceleration: 5**

- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 4**
- **Speed (Antigravity): 5**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

SNEEKER

BODY TYPE: KART

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 3**

SPLAT BUGGY

BODY TYPE: ATV

- **Weight: 0**

- **Acceleration: 3**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 3**
- **Handling (Flying): 1**
- **Handling (Antigravity): 5**

STANDARD ATV

BODY TYPE: ATV

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 2**
- **Mini-Turbo: 0**
- **Speed (Land): 5**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 3**
- **Handling (Land): 0**
- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

STANDARD BIKE

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 3**
- **Mini-Turbo: 5**
- **Speed (Land): 5**
- **Speed (Sea): 2**
- **Speed (Flying): 4**
- **Speed (Antigravity): 2**
- **Handling (Land): 4**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 4**

STANDARD KART

BODY TYPE: KART

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 2**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

STEEL DRIVER

BODY TYPE: KART

- **Weight: 4**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 4**
- **Speed (Sea): 5**
- **Speed (Flying): 0**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 5**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

STREETLE

BODY TYPE: ATV

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 1**
- **Speed (Sea): 4**
- **Speed (Flying): 2**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 5**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

UNLOCKABLE BODIES

These bodies are unlocked at random, save for the Gold Standard Kart.

300 SL ROADSTER

BODY TYPE: KART

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 2**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

B DASHER

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 1**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 5**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 2**

BADWAGON

BODY TYPE: KART

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 2**
- **Mini-Turbo: 0**
- **Speed (Land): 5**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 3**
- **Handling (Land): 0**
- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

BIDDYBUGGY

BODY TYPE: KART

- **Weight: 0**
- **Acceleration: 7**
- **Grip: 1**
- **Mini-Turbo: 7**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 5**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 5**

BLUE FALCON

BODY TYPE: KART

- **Weight: 0**
- **Acceleration: 3**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 3**
- **Handling (Flying): 1**
- **Handling (Antigravity): 5**

BONE RATTLER

BODY TYPE: BIKE

- **Weight: 4**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 4**
- **Speed (Sea): 5**
- **Speed (Flying): 0**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 5**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

CAT CRUISER

BODY TYPE: KART

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 4**
- **Speed (Antigravity): 3**
- **Handling (Land): 4**
- **Handling (Sea): 2**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

FLAME RIDER

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 3**
- **Mini-Turbo: 5**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 4**

GLA

BODY TYPE: KART

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 2**
- **Mini-Turbo: 0**
- **Speed (Land): 5**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 3**
- **Handling (Land): 0**
- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

GOLD STANDARD

BODY TYPE: KART

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 4**
- **Speed (Antigravity): 5**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

INKSTRIKER

BODY TYPE: ATV

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 4**
- **Speed (Antigravity): 5**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

JET BIKE

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

KOOPA CLOWN

BODY TYPE: ATV

- **Weight: 3**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 4**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

LANDSHIP

BODY TYPE: KART

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 1**
- **Speed (Sea): 5**
- **Speed (Flying): 2**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 5**
- **Handling (Flying): 3**

- **Handling (Antigravity): 2**

MACH 8

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 4**
- **Speed (Antigravity): 5**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

MASTER CYCLE

BODY TYPE: BIKE

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 2**

- **Handling (Flying): 2**
- **Handling (Antigravity): 3**

MR. SCOOTY

BODY TYPE: BIKE

- **Weight: 0**
- **Acceleration: 7**
- **Grip: 1**
- **Mini-Turbo: 7**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 5**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 5**

P-WING

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 1**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 5**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 1**

- **Handling (Sea): 1**
- **Handling (Flying): 0**
- **Handling (Antigravity): 2**

PIPE FRAME

BODY TYPE: KART

- **Weight: 1**
- **Acceleration: 6**
- **Grip: 3**
- **Mini-Turbo: 6**
- **Speed (Land): 1**
- **Speed (Sea): 3**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 5**
- **Handling (Sea): 4**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

PRANCER

BODY TYPE: KART

- **Weight: 1**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**

- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

SPORT BIKE

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

SPORTS COUPE

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 2**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 4**

- **Speed (Antigravity): 5**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

TANOOKI KART

BODY TYPE: KART

- **Weight: 3**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 4**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

TEDDY BUGGY

BODY TYPE: ATV

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 2**
- **Speed (Sea): 2**

- **Speed (Flying): 4**
- **Speed (Antigravity): 3**
- **Handling (Land): 4**
- **Handling (Sea): 3**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

THE DUKE

BODY TYPE: BIKE

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 4**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 2**
- **Handling (Antigravity): 3**

TRI-SPEEDER

BODY TYPE: KART

- **Weight: 4**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 4**

- **Speed (Sea): 5**
- **Speed (Flying): 0**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 5**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

VARMINT

BODY TYPE: BIKE

- **Weight: 1**
- **Acceleration: 6**
- **Grip: 3**
- **Mini-Turbo: 6**
- **Speed (Land): 1**
- **Speed (Sea): 3**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 5**
- **Handling (Sea): 4**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

W 25 SILVER ARROW

BODY TYPE: KART

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 3**
- **Mini-Turbo: 5**

- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 4**

WILD WIGGLER

BODY TYPE: ATV

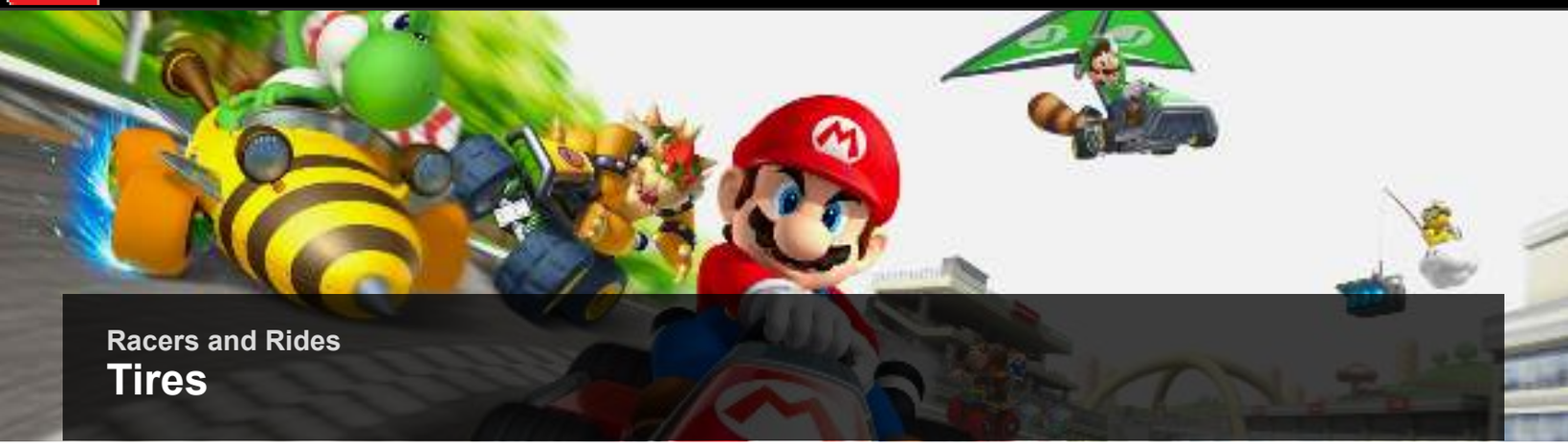
- **Weight: 1**
- **Acceleration: 5**
- **Grip: 3**
- **Mini-Turbo: 5**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 3**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 4**

YOSHI BIKE

BODY TYPE: BIKE

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**

- **Mini-Turbo: 5**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 4**
- **Speed (Antigravity): 3**
- **Handling (Land): 4**
- **Handling (Sea): 2**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**



Tires

Tires can heavily influence your basic stats, focusing as you might expect on stats that determine how well your ride handles the road.

STARTER TIRES

These tires are available when you begin the game.

MONSTER

- **Weight: 4**
- **Acceleration: 2**
- **Grip: 3**
- **Mini-Turbo: 2**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 0**

- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

OFF-ROAD

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

ROLLER

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 0**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

SLIM

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

SPONGE

- **Weight: 1**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 4**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

STANDARD

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

UNLOCKABLE TIRES

These tires are unlocked at random, save for the Gold Tires.

AZURE ROLLER

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 0**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

BLUE STANDARD

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

BUTTON

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 1**
- **Mini-Turbo: 5**
- **Speed (Land): 1**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

CRIMSON SLIM

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

CUSHION

- **Weight: 1**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 4**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

CYBER SLICK

- **Weight: 3**
- **Acceleration: 1**
- **Grip: 4**
- **Mini-Turbo: 0**

- **Speed (Land): 4**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

GLA TIRES

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

GOLD TIRES

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 1**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**

- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

HOT MONSTER

- **Weight: 4**
- **Acceleration: 2**
- **Grip: 3**
- **Mini-Turbo: 2**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

LEAF TIRES

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 1**
- **Mini-Turbo: 5**
- **Speed (Land): 1**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

METAL

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 1**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

RETRO OFF-ROAD

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

SLICK

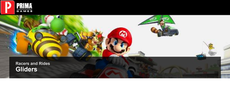
- **Weight: 3**
- **Acceleration: 1**
- **Grip: 4**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

TRIFORCE TIRES

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

WOOD

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**



Racers and Rides

Gliders

Gliders change your speed and handling while in the air, though some also provide benefits to your acceleration and top speed while driving on the ground.

STARTER GLIDERS

These gliders are available when you begin the game.

PARACHUTE

- Weight: 0
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 2
- Handling (Antigravity): 1

PARAFOIL

- Weight: 1
- Acceleration: 2
- Grip: 2
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 0
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 2
- Handling (Antigravity): 0

PLANE GLIDER

- Weight: 2
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 0
- Speed (Flying): 2
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 1
- Handling (Antigravity): 0

SUPER GLIDER

- Weight: 1
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 0
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 1
- Handling (Antigravity): 1

UNLOCKABLE GLIDERS

These gliders are unlocked at random, save for the Gold Glider.

BOWSER KITE

- Weight: 1
- Acceleration: 2
- Grip: 2
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 0
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 2
- Handling (Antigravity): 0

CLOUD GLIDER

- Weight: 0
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 2
- Handling (Antigravity): 1

FLOWER GLIDER

- Weight: 0
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 2
- Handling (Antigravity): 1

GOLD GLIDER

- Weight: 2
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 0
- Speed (Flying): 2
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 1
- Handling (Antigravity): 0

HYLIAN KITE

- Weight: 1
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 0
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 1
- Handling (Antigravity): 1

MKTV PARAFOIL

- Weight: 1
- Acceleration: 2
- Grip: 2
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 0
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 2
- Handling (Antigravity): 0

PAPER GLIDER

- Weight: 0
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 2
- Handling (Antigravity): 1

PEACH PARASOL

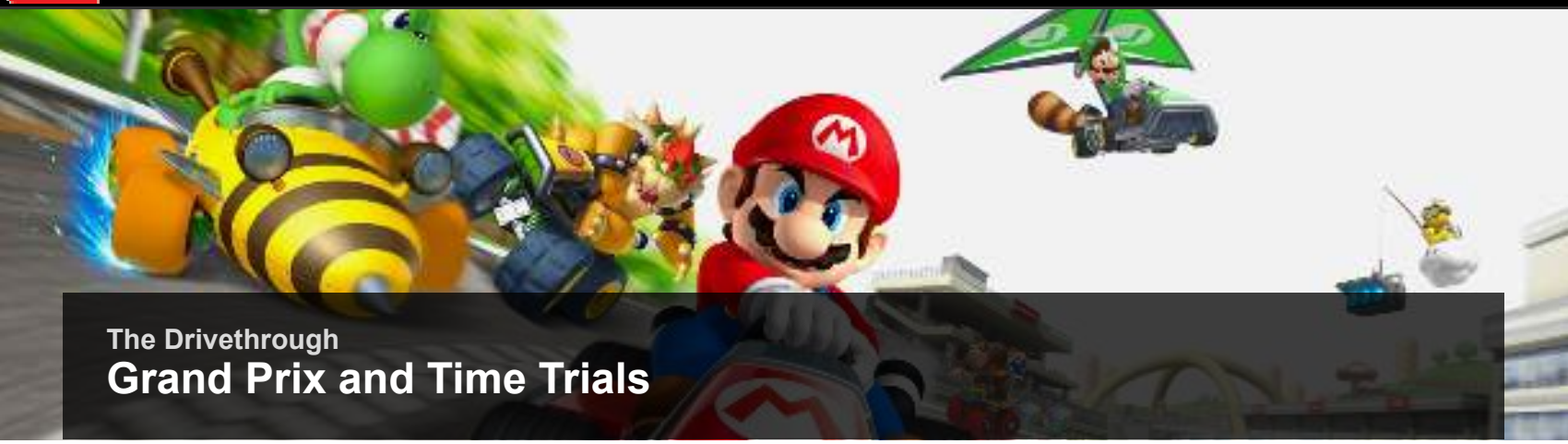
- Weight: 1
- Acceleration: 2
- Grip: 2
- Mini-Turbo: 2
- Speed (Land): 0
- Speed (Sea): 0
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 2
- Handling (Antigravity): 0

WADDLE WING

- Weight: 1
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 0
- Handling (Land): 1
- Handling (Sea): 0
- Handling (Flying): 1
- Handling (Antigravity): 1

WARIO WING

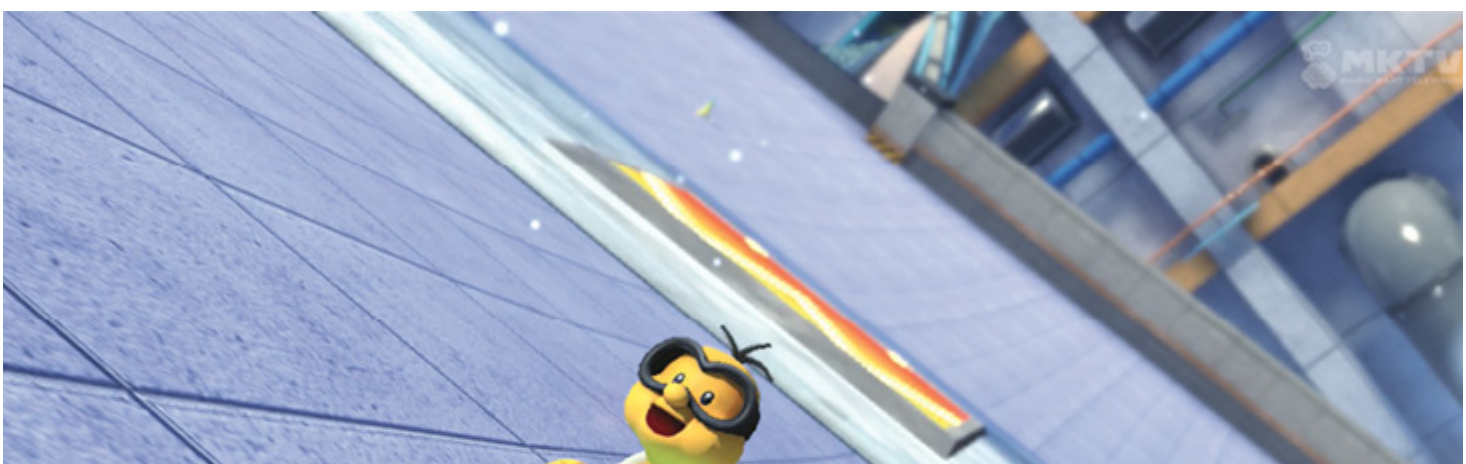
- Weight: 2
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 1
- Speed (Sea): 0
- Speed (Flying): 2
- Speed (Antigravity): 1
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 1
- Handling (Antigravity): 0



The Drivethrough

Grand Prix and Time Trials

Grand Prix and Time Trial modes in *Mario Kart 8 Deluxe* are both laser-focused on one goal: make it to the finish line in the shortest time possible. How that's accomplished differs depending on the mode. In Grand Prix Cups, you'll jockey for position and trade item attacks and sideswipes with 11 other fierce racers; in Time Trial mode, you'll burn up the courses competing mostly against your own previous best times, but also ghost data from your friends and even Nintendo's own testers.



GRAND PRIX

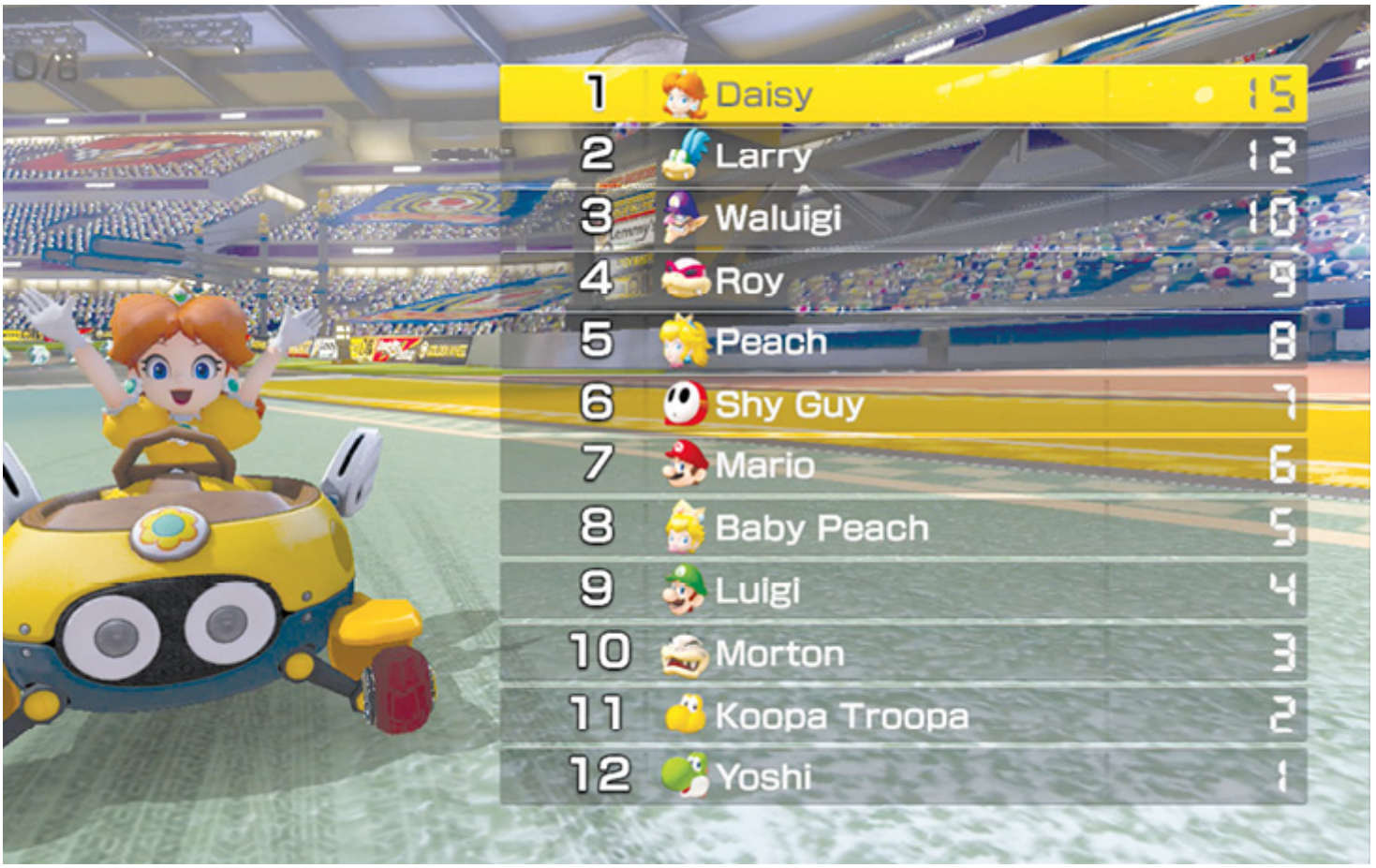
Mario Kart 8 Deluxe features a whopping 48 tracks spread across twelve Grand Prix cups, spanning the whole breadth of Nintendo's unparalleled franchises. Four dozen tracks with twelve competitors per race is a lot of the zany, whimsically unhinged racing for which *Mario Kart* is renown.

As per *Mario Kart* tradition, a cup consists of four races, and you're awarded points based on the place you finish. During the first race of a cup, you are twelfth place on the starting grid, and must work your way to the front of the pack. After the first race, your place on the starting grid in future races is determined by what place you finish. If you finish in third, you start in third for the next race.

Depending on where you are on the starting grid, you are given a set amount of Coins to start the race with.

- **Twelfth and Eleventh Place: 5 Coins**
- **Tenth and Ninth Place: 4 Coins**
- **Eighth and Seventh Place: 3 Coins**
- **Sixth and Fifth Place: 2 Coins**
- **Fourth and Third Place: 1 Coin**

RACE REWARDS



Your place at the end of the race determines your point reward. A perfect cup will have you max out at 60 points total!

- **First Place: 15 Points**
- **Second Place: 12 Points**
- **Third Place: 10 Points**
- **Fourth Place: 9 Points**
- **Fifth Place: 8 Points**
- **Sixth Place: 7 Points**
- **Seventh Place: 6 Points**
- **Eighth Place: 5 Points**
- **Ninth Place: 4 Points**
- **Tenth Place: 3 Points**
- **Eleventh Place: 2 Points**
- **Twelfth Place: 1 Point**

There are five difficulty classes in *Mario Kart 8 Deluxe*: 50cc, 100cc, 150cc, Mirror Mode, and 200cc. The “cc” designation means “cubic centimeters,” referring to the displacement of the vehicle engines. So, naturally, 200cc is a lot faster (and therefore much more challenging) than 50cc. Starting with the slowest 50cc, each step up means higher speeds and more aggressive computer racers.

A WORD ON MIRROR MODE

Mirror Mode does what it is named after, and mirrors every course. Familiar lefts become unfamiliar rights. This can be disorienting at first, but other than being mirrored, the courses are more or less exactly the same. In *Mario Kart 8 Deluxe*, Mirror Mode is available on any Grand Prix Cup right from the get-go.

UNLOCKING CUPS

Mario Kart 8 Deluxe on Nintendo Switch is a celebration of *Mario Kart*'s tenure on the Nintendo Wii U, as well as a demonstration of the flexibility of the Nintendo Switch console itself. In this version of the game, all tracks and modes are unlocked from the beginning. Unlocks in *Mario Kart 8 Deluxe* are focused on acquiring new parts for your vehicles. At first, you'll unlock a new random vehicle part every 30 Coins you collect in completed races. Later, the amount of Coins required between unlocks increases from 30 to 50, and then from 50 to 100. You don't need to spend any time worrying about this though, really; just keep playing *Mario Kart*!

STAR RATINGS

At the end of a cup in single-player mode, your point total can earn you a star rating.

- **60 Points: 3 Stars**
- **57 Points: 2 Stars**
- **55–54 Points: 1 Star**

GRAND PRIX TIPS

Whether competing against the computer-driven racers, against your friends in split-screen multiplayer, or against rivals around the world online, Grand Prix races don't just reward the fastest racer, they also reward the sneakiest, most cunning, and most devious racer. Make no mistake, you want to be at the front of the pack after three laps, but expect everyone behind you to use every item in the game's arsenal to make your life difficult. As such, there are a few specific tips to deal with the deluge of shells, Bananas, and Bob-ombs that will stand between you and a first-place finish.

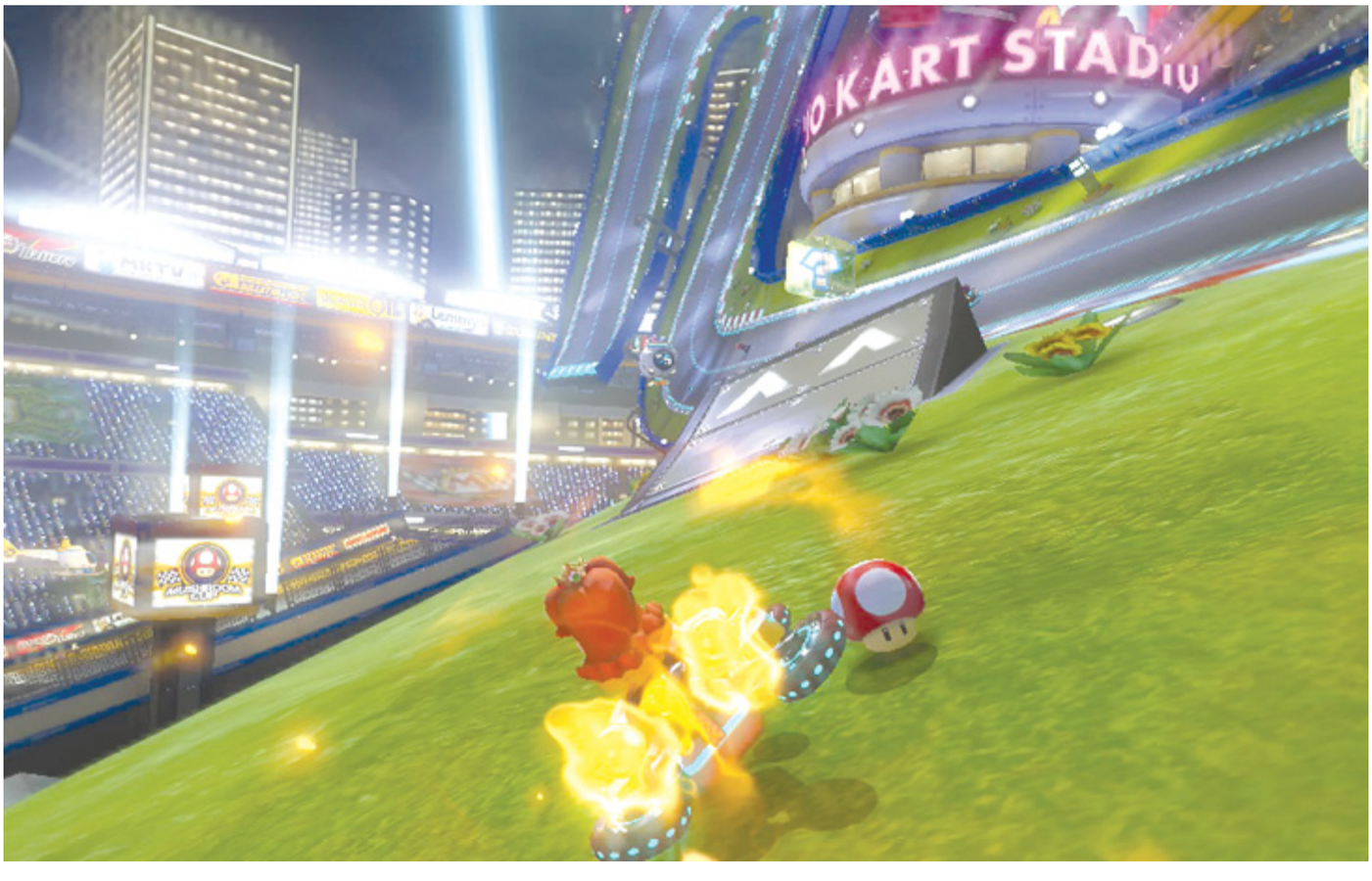
Go Fast, Get Hit (with Lots of Items): Part of *Mario Kart's* balance involves "rubberbanding" with items. The better your position in a race, the worse the items you'll get; the farther toward the back of the pack you're running, the better the items you get. Basically this means that if you get very good at running in front, you can expect to deal with a lot of assaults from vehicles chasing you. Act accordingly, judiciously using your own items as shields behind you when possible.

The Spiny Shell Will Get Through: The bane of first place, the Spiny Shell is back in force. Short of lucking into a Super Horn, or timing a Mushroom to boost you just ahead of the Spiny Shell's final dive toward you, if you're in first place and a Spiny Shell has been fired, you're likely taking a hit. You either want to be far enough ahead that the inevitable impact is not as devastating to your lead as it can be, or you want to keep second place close enough that you can fall back and let that poor sap take the hit for you. Of course, if the competition is savvy, they might just slow down to make sure the shell homes in on you before they pull ahead.

Going Heavyweight: There's a lot to be said about the virtues of lighter racers and vehicles, but heavier options are worth learning to corner with. You can really ruin the day of a lighter racer without even using items simply by running into that opponent. Heavier racers and vehicles also tend to be the fastest, assuming you're able to wrangle them around the turns effectively!

Get Coins: Do what you can to hoard Coins. In heated races, even having just one more Coin toward the maximum ten than your opponent can decide victory between evenly matched racers. Additionally, collecting Coins means your opponents can't get them. It's worth it sometimes to stray from the racing line to collect a line of Coins in one drift!

Learn the Shortcuts: Many courses provide alternate routes, but not all of them can be considered shortcuts. Sometimes it's as simple as using a Mushroom to burst across a grassy field, cutting past a series of hairpin turns. Other times, you might need to get creative with ramps, dash panels, and some fancy gliding.



Intelligent Off-Roading: Some shortcuts or alternate routes through a course require you to go off-road. This is fine, except that going off-road slows down every racer, and some more than others. If you don't have a Mushroom, or your vehicle-racer combo suffers heavily going off the track, it's generally best to stay on course.

TIME TRIAL

Distilling *Mario Kart* down to speed and speed alone, the Time Trial mode allows you to race against the clock, against the ghosts of your previous laps, and the ghosts of other players online, all to set the fastest laps and races through all 48 tracks in the game.

TIME TRIAL TIPS

Racing in the Time Trials is fundamentally different from the Grand Prix. It's just you against the track. You get three Mushrooms, and the only other items you can collect are Coins. The fastest Time Trials on a course demand racers to take the best racing lines while also managing their Mushrooms and collecting Coins in the process.

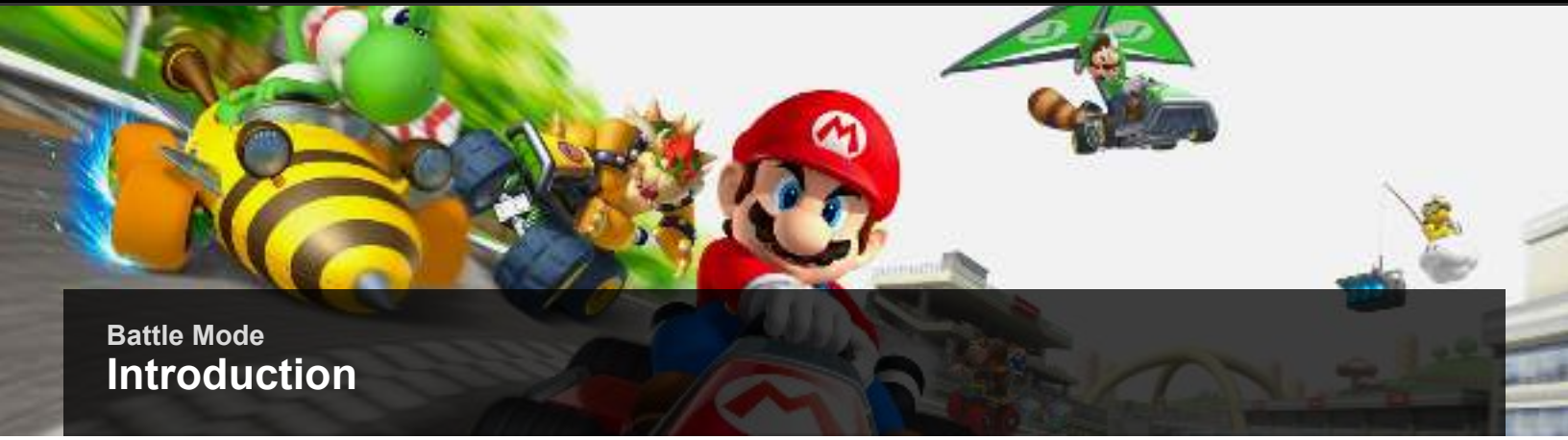
Keep in mind that some of the fastest times will require that you unlock more parts to optimize your maximum speed and your ability to corner effectively with well-executed drifts and Mini-Turbos.

Ten Coins: You start each Time Trial with zero Coins. Your goal should be to reach the ten-Coin max as early as possible. However, don't sacrifice speed or a good line through a turn just to collect wayward Coins! Once you reach ten Coins, concentrate on the fastest racing line, collecting Coins only if they are in your way. Note that there may be some courses where getting ten Coins isn't a reasonable proposition, since that might require you to take longer lines around turns to pick up the Coins.

Coins Do Not Regenerate: Unlike in Grand Prix mode, during Time Trials Coins do not regenerate on the track. Part of the strategy to a Time Trial is to have a route that is not only the fastest, but will also guarantee that you pick up as many Coins as you can, while maintaining a fast racing line. Since the Coins can only be picked up once, you can't rely on Coins always

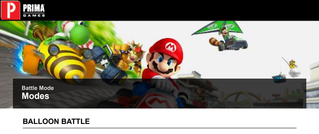
being around to make up for mistakes.

Study the Ghosts: The lap ghosts made by you and other players with the game can teach you a lot regarding how you should race through a course. If you're serious about breaking records, you need to observe what the ghost is doing, and the sort of racer-vehicle combination they have going on!



Battle Mode
Introduction

Everything you thought you knew about Battle Mode is completely out the window! It has been revamped for *Mario Kart 8 Deluxe* with eight new battle maps to choose from and five different mode types where you can compete online and against friends. Twelve racers compete against each other, but some modes allow for six-on-six battles. Each mode is significantly different from the last, so read on to learn about what to expect once you start this frenetic and fun game mode.



BALLOON BATTLE

The goal of Balloon Battle is to pop other players' balloons while protecting your own. It's the classic mode we all know and love. The major difference here is that you no longer play on race tracks, but actual battle arenas. With twelve racers roaming around all holding power-ups, things can get hairy very quickly.

Scores are tallied by the number of hits you land on your opponents. The player or team with the most successful hits is declared the winner. Each player starts with five balloons. Every time a player is hit with an item one of their balloons pops.

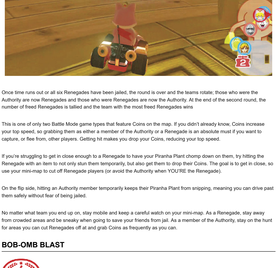
You won't be out of the game if all five of your balloons are popped, but you will lose a nice chunk of the points you've built up—the same goes for your opponents. This means it's a good idea to hunt for the player with the most points. How do you tell who has the most points? Easy! Look at your map in the bottom-right corner of the screen and look to see which racer has a crown on their head. If you manage to pop all of their balloons, they'll be bumped right out of first place.

You shouldn't focus exclusively on taking out the leader, however. It's just as effective to attack other players while they try to attack the leader themselves. Earning a steady stream of points while protecting your balloons is the best strategy in this mode.

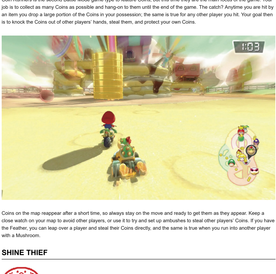
RENEGADE ROUNDUP

This mode is a six-on-six take on cops and robbers, but instead of being called "cops and robbers," it's the Authority vs. the Renegades. Six players are strapped with Piranha Plants, while the other six have nothing but the power-ups they can procure on the arena to protect them.

The goal is for the Authority to use their Piranha Plants to eat up the robbers. Every time a Renegade is eaten, they are transferred to a jail cell on the far side of the map. Once inside, a jailed player cannot escape without help from their Renegade allies on the outside. If all six Renegade players are jailed, the game is over.



So how do you escape? Easy. One of your Renegade friends need to hit the big switch underneath the cage. Once the button has been hit, the jailed Renegades are freed and the game presses on. The one who freed his or her comrades will be given points based on the number of freed teammates. These points are tallied at the end of the round to determine the score.



Once time runs out or all six Renegades have been jailed, the round is over and the teams rotate; those who were the Authority are now Renegades and those who were Renegades are now the Authority. At the end of the second round, the number of freed Renegades is tallied and the team with the most freed Renegades wins

This is one of only two Battle Mode game types that feature Coins on the map. If you didn't already know, Coins increase your top speed, so grabbing them as either a member of the Authority or a Renegade is an absolute must if you want to capture, or flee from, other players. Getting hit makes you drop your Coins, reducing your top speed.

If you're struggling to get in close enough to a Renegade to have your Piranha Plant chomp down on them, try hitting the Renegade with an item to not only stun them temporarily, but also get them to drop their Coins. The goal is to get in close, so use your mini-map to cut off Renegade players (or avoid the Authority when YOU'RE the Renegade).

On the flip side, hitting an Authority member temporarily keeps their Piranha Plant from snipping, meaning you can drive past them safely without fear of being jailed.

No matter what team you end up on, stay mobile and keep a careful watch on your mini-map. As a Renegade, stay away from crowded areas and be sneaky when going to save your friends from jail. As a member of the Authority, stay on the hunt for areas you can cut Renegades off at and grab Coins as frequently as you can.

BOB-OMB BLAST

Bob-omb Blast is a twist on the classic Balloon Battle game type. Every area that has Item Boxes now has significantly more, but here's the catch: all of them have Bob-ombs in them. You can hold up to ten Bob-ombs at a time and the goal, like Balloon Blast, is to pop your opponents' balloons.

This mode is absolute chaos, so the best strategy is to stay outside large groupings of racers and shoot Bob-ombs toward their location. Bob-ombs create a massive explosion that is very easy to get caught in, so when several Bob-ombs are going off at once, you're almost sure to get caught in someone's blast if you're anywhere near a heavy-combat area.

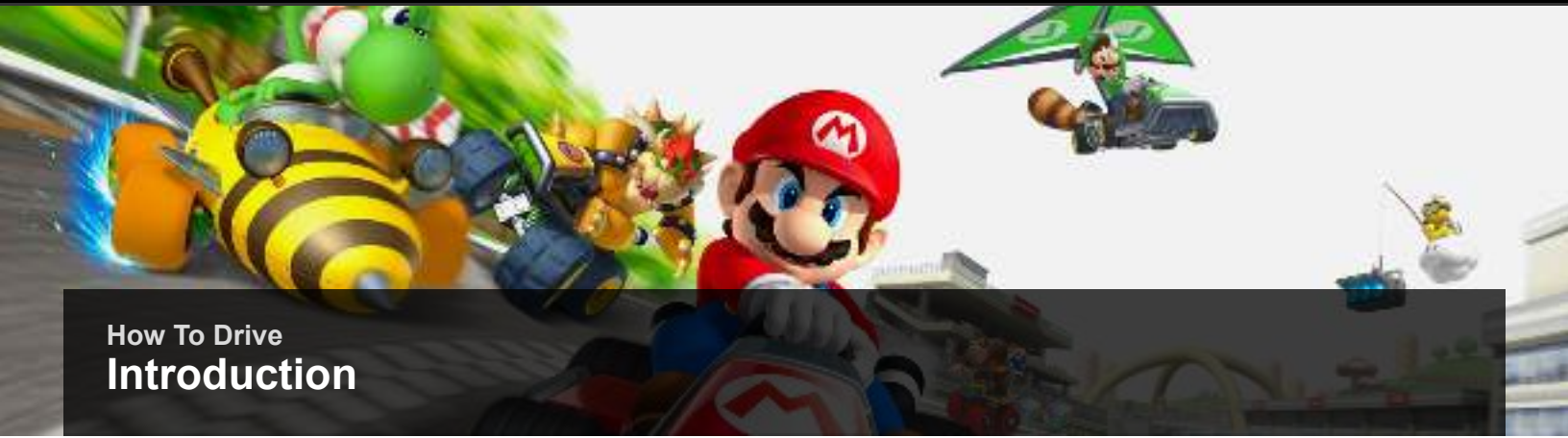
COIN RUNNERS

Coin Runners is the second Battle Mode game type to feature Coins, but this time they are the main focus of the game. Your job is to collect as many Coins as possible and hang-on to them until the end of the game. The catch? Anytime you are hit by an item you drop a large portion of the Coins in your possession; the same is true for any other player you hit. Your goal then is to knock the Coins out of other players' hands, steal them, and protect your own Coins.

Coins on the map reappear after a short time, so always stay on the move and ready to get them as they appear. Keep a close watch on your map to avoid other players, or use it to try and set up ambushes to steal other players' Coins. If you have the Feather, you can leap over a player and steal their Coins directly, and the same is true when you run into another player with a Mushroom.

SHINE THIEF

Your goal in Shine Thief is to grab the Shine and hold onto it for a total of twenty seconds. There's only one Shine, so expect every other racer to be hot on your heels the second you get your hands on it. If you're hit by an item, you'll drop it and the game will turn into a mad dash to be the first to pick it up again.



How To Drive

Introduction

Following the fine tradition of the games that came before it, *Mario Kart 8 Deluxe* has a robust selection of single-player and multiplayer game modes for kart racing fans to test their skills on the track with their favorite Nintendo characters!

How To Drive

Game Modes

GRAND PRIX

With a whopping twelve cups with four tracks each, and with all speed classes open from the start to boot, *Mario Kart 8 Deluxe* pits twelve racers against each other in some of the wildest kart racing yet! Winning the cups and collecting Coins while racing will unlock new parts for vehicles. Completing all cups at the speed-demon-certified 200cc class will unlock a very special racer and kart.

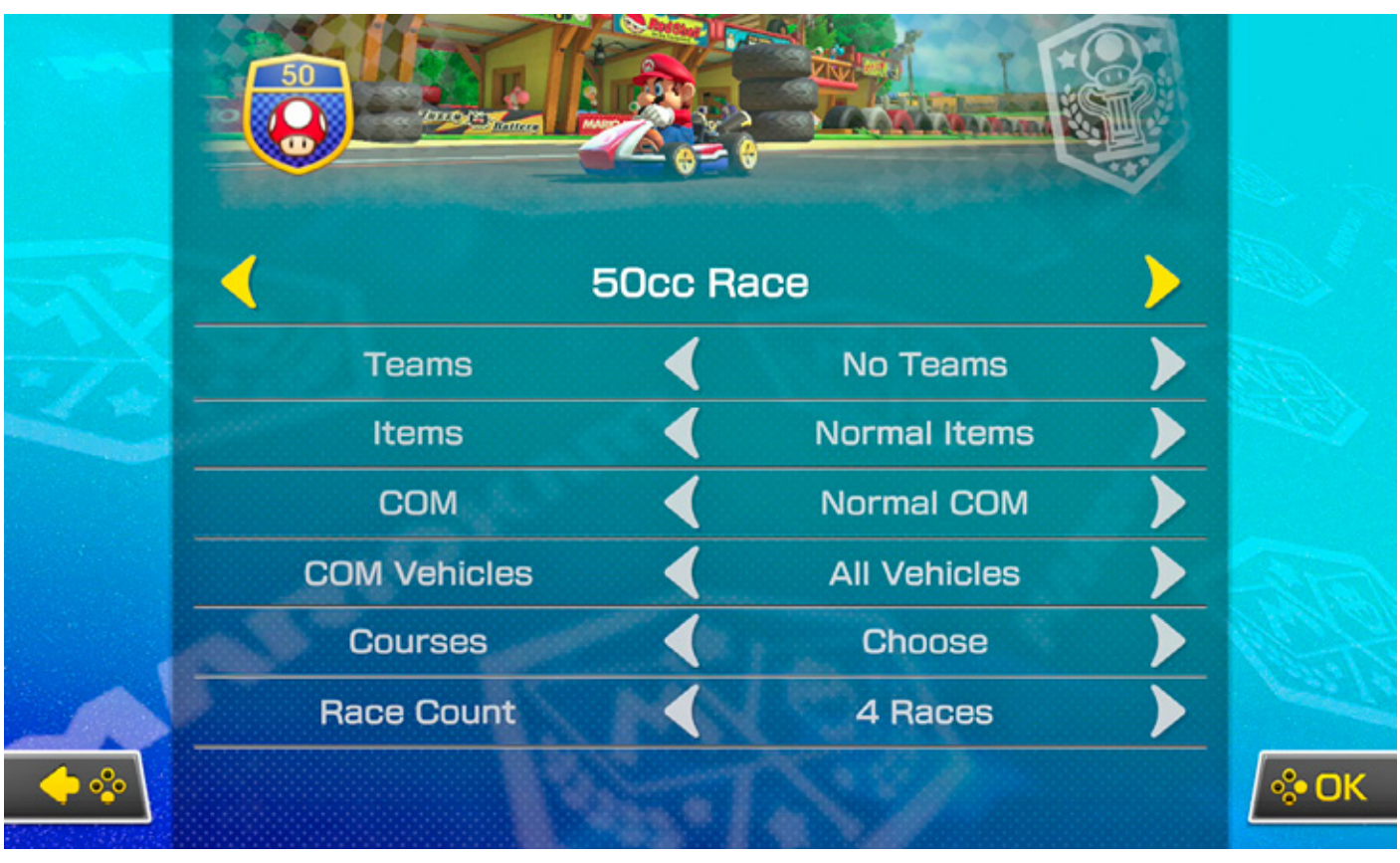
TIME TRIAL

It's just you, the track, and the clock in Time Trial mode! Complete the course of your choice as fast as possible, collecting Coins early to reach maximum speed while taking the most efficient racing lines you can. Time Trials don't have Item Boxes, but you'll start with Triple Mushrooms, a vital tool for using shortcuts to shave seconds off in the quest for new records. Compete against your own times and ghost data, upload your data for others to see, battle ghost data straight from the pros at Nintendo, and against ghost data from friends online.

BATTLE MODE

Battle Mode has five ferocious modes spanning eight arena-style tracks. In addition to the classic Balloon Battle, there's the cops-and-robbers Renegade Roundup mode, the explosive Bob-omb Blast, competitive Coin collection in Coin Runners, and a kind of chase-the-leader mode with Shine Thief.

VS RACE



Race the way you want to, turn off items you don't want to deal with, and set up your own cup to race the computer racers or your friends!

MULTIPLAYER

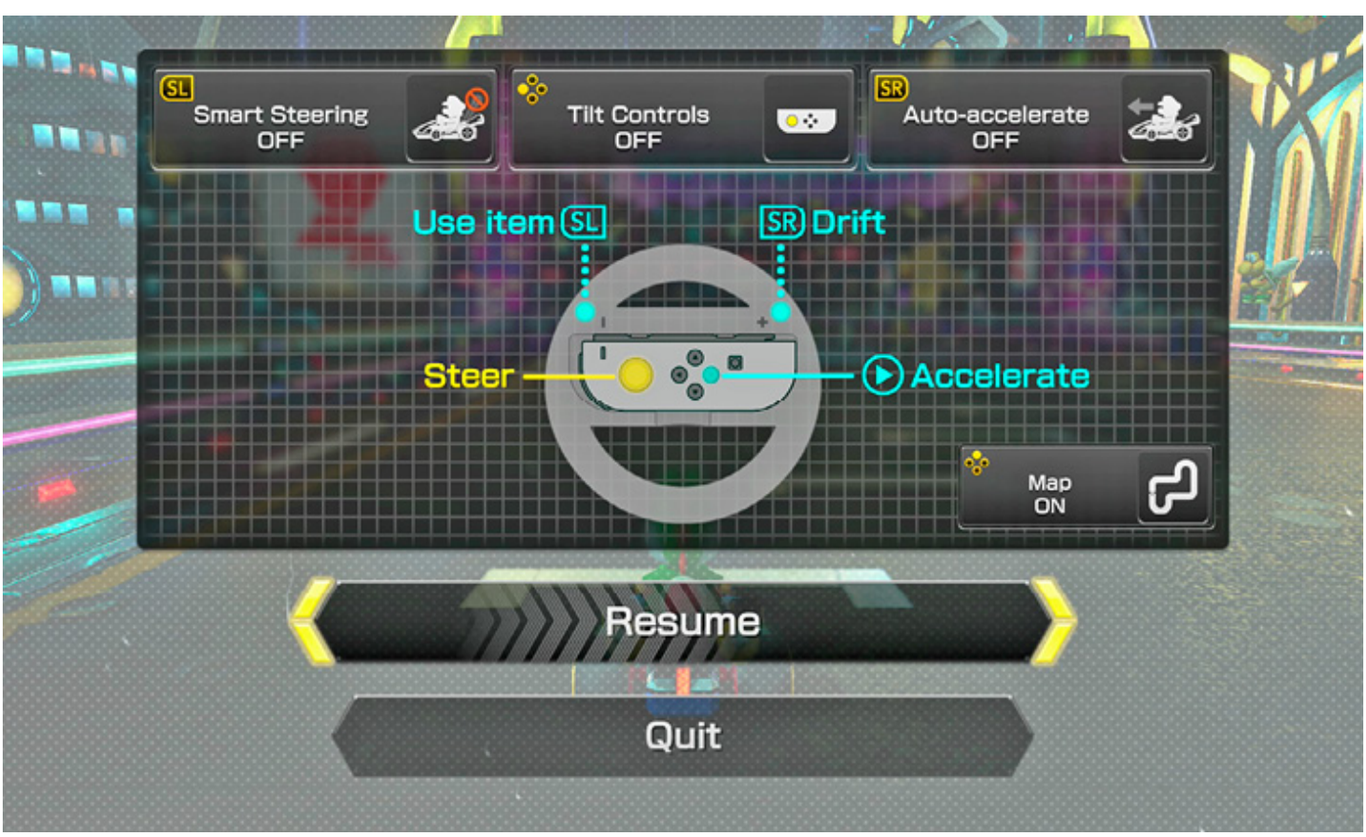
Mario Kart 8 Deluxe on Nintendo Switch offers unprecedented multiplayer flexibility. In a first for the series, and for any major game really, the console can instantly become a split-screen multiplayer tabletop setup for two people, using Joy-Con (L) and Joy-Con (R) held sideways, like SNES pads. If you want to play this way on the go, pack the Joy-Con wrist straps—they really help a lot for holding the controller sideways and for pushing SL and SR for items, hopping, and drifting. Two players can even get online together this way over wifi! What's more, groups of friends with multiple Switch systems and game copies can network up to 12 consoles together for local multiplayer. (There's a lot of variability: 12 players max, 12 Switches networked together max, and two players max per Switch console.)

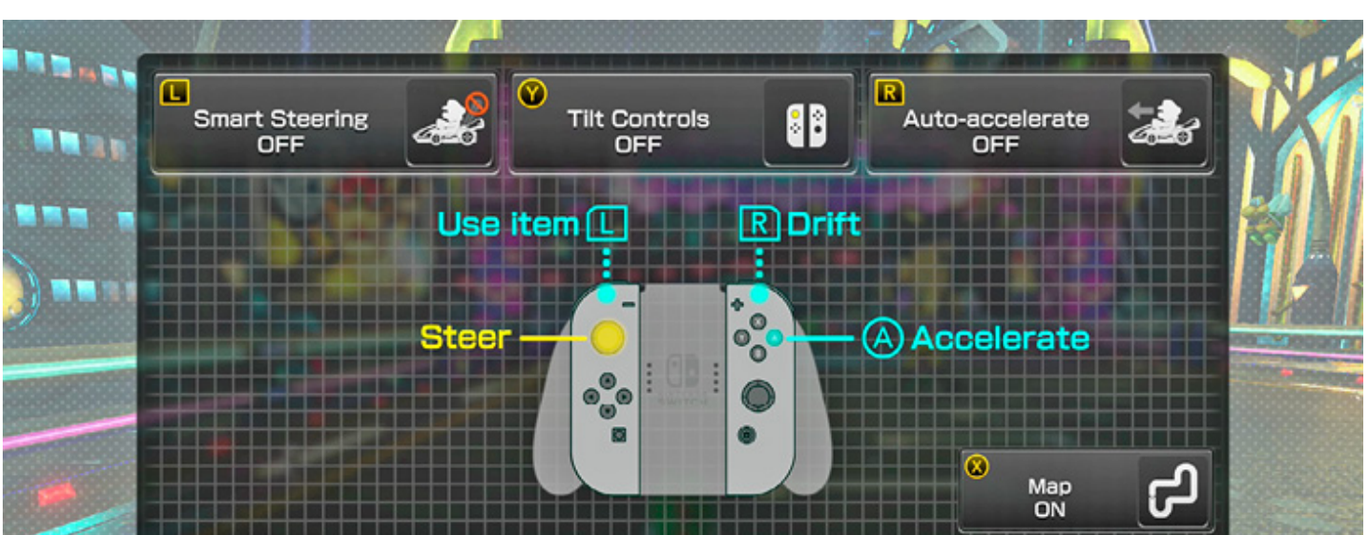
Docked, the system supports local four-player splitscreen, and two-player splitscreen online.

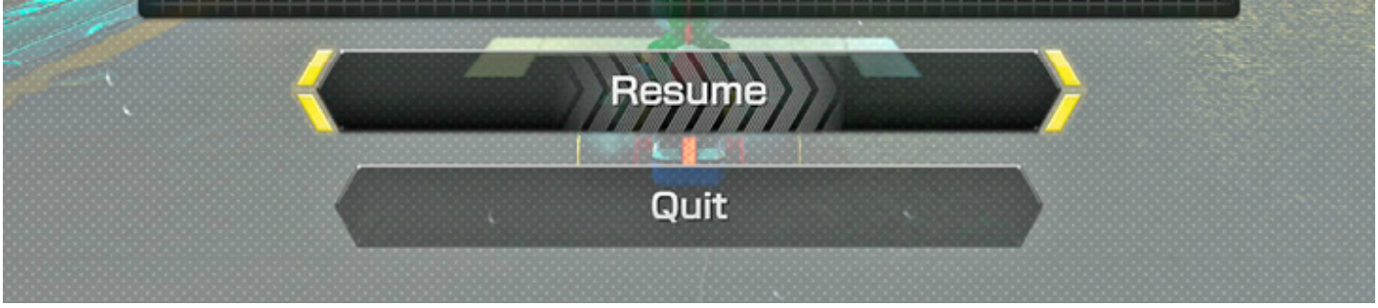
How To Drive

Driver's Manual

Mario Kart 8 Deluxe can be played many different ways, whether the console is docked or on-the-go. Players can choose to use sideways Joy-Con, either with wrist straps or racing wheels attached. Or Joy-Con (L) and (R) can be used together (whether when holding the console like a portable system, or holding the Joy-Con loose upright in Wii-style "nunchuck" fashion, or connected via the Joy-Con grip). And of course there's also the Pro Controller to consider. And all of these allow for gyroscopic steering control, if desired. Play how you want, where you want.







NOTE ON TILT CONTROLS

Tilt controls replicate the experience of using a steering wheel to tackle the craziness of *Mario Kart 8 Deluxe*. Joy-Con users can attach the Joy-Con Wheel (sold in sets of two) to the small controllers to enhance the feel of steering. It can take some getting used to, but with enough practice you'll be able to keep up with the competition!

There's even more flexibility than pictured.

In any config, the X button (or where X would be, in the case of sideways Joy-Con) gives you a rear-view behind your racer.

While A is the main acceleration button, Y will accelerate too, if you prefer that button position. With Joy-Con (L) and (R) together, or a Pro Controller, the right analog stick can also be used as your throttle control. If you prefer digital steering to analog, you can also steer on the Pro Controller using the +Control Pad, or using the directional buttons on an upright Joy-Con (L).

When using a single sideways Joy-Con, digital directional-button steering obviously isn't an option, nor right analog throttle control. And keep in mind that, although your buttons won't be labeled correctly compared to a Pro Controller or an upright Joy-Con (R), the functions of the relative button positions stay the same.

DRIVING TECHNIQUES

There are a number of special techniques outside of "Keep Accelerating, Steer As Necessary" that are essential to success in

Mario Kart 8 Deluxe.

ROCKET START

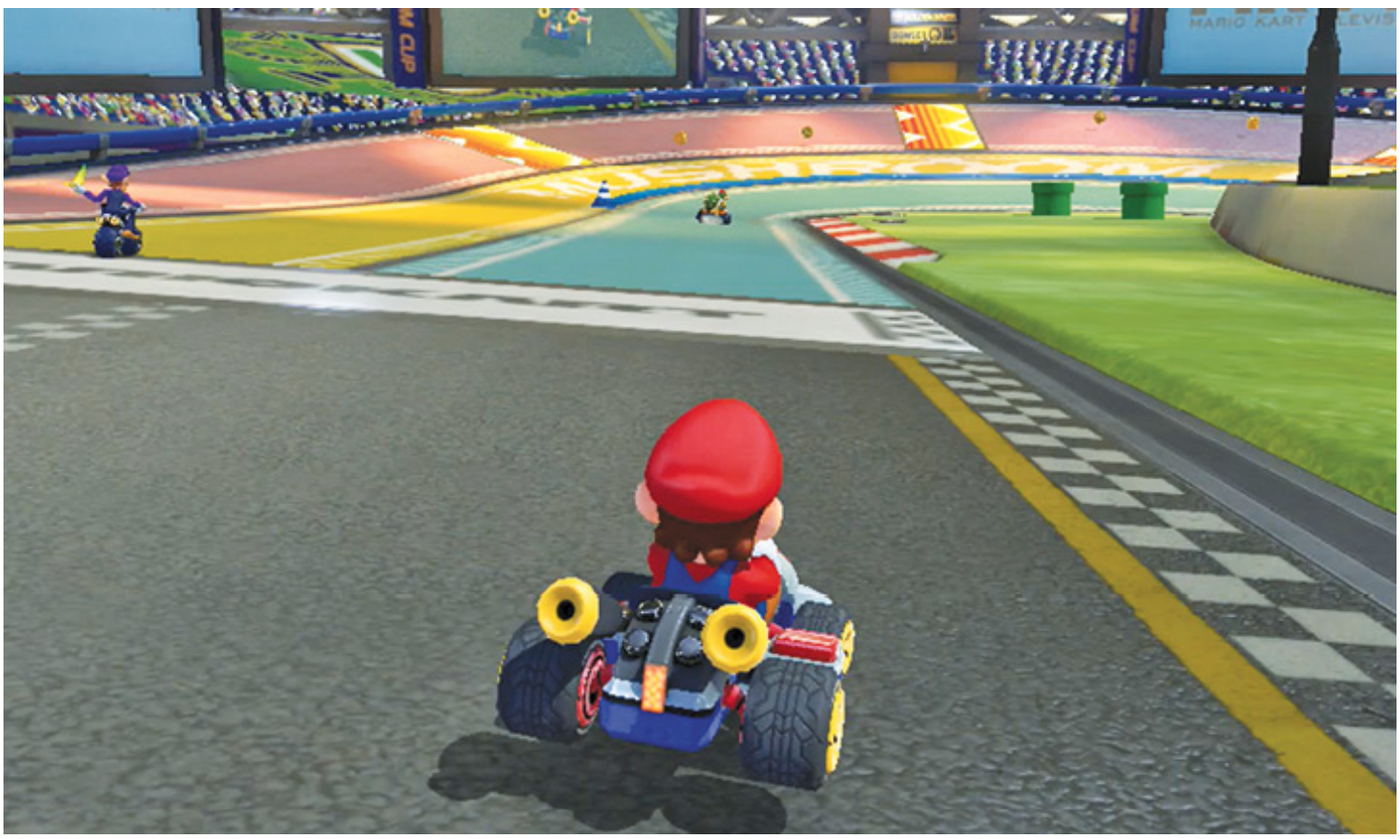
Timing a perfect Rocket Start can determine the whole nature of a Grand Prix race's first lap, and this technique is essential for posting record-breaking Time Trials. Pay attention to Lakitu's countdown, and begin accelerating immediately after the "2" appears onscreen, accompanied by a tone. Properly done, you'll rocket off the line with a Mushroom-like boost. If you begin accelerating too soon, as the tone sounds and the 2 appears, rather than just after, you'll stall at the starting line.

BRAKING

Braking is under-appreciated! If it seems like you're about to go out of control and hit a wall or an obstacle on the track, by tapping the brakes you can regain some maneuverability to get away from danger—at the cost of speed.

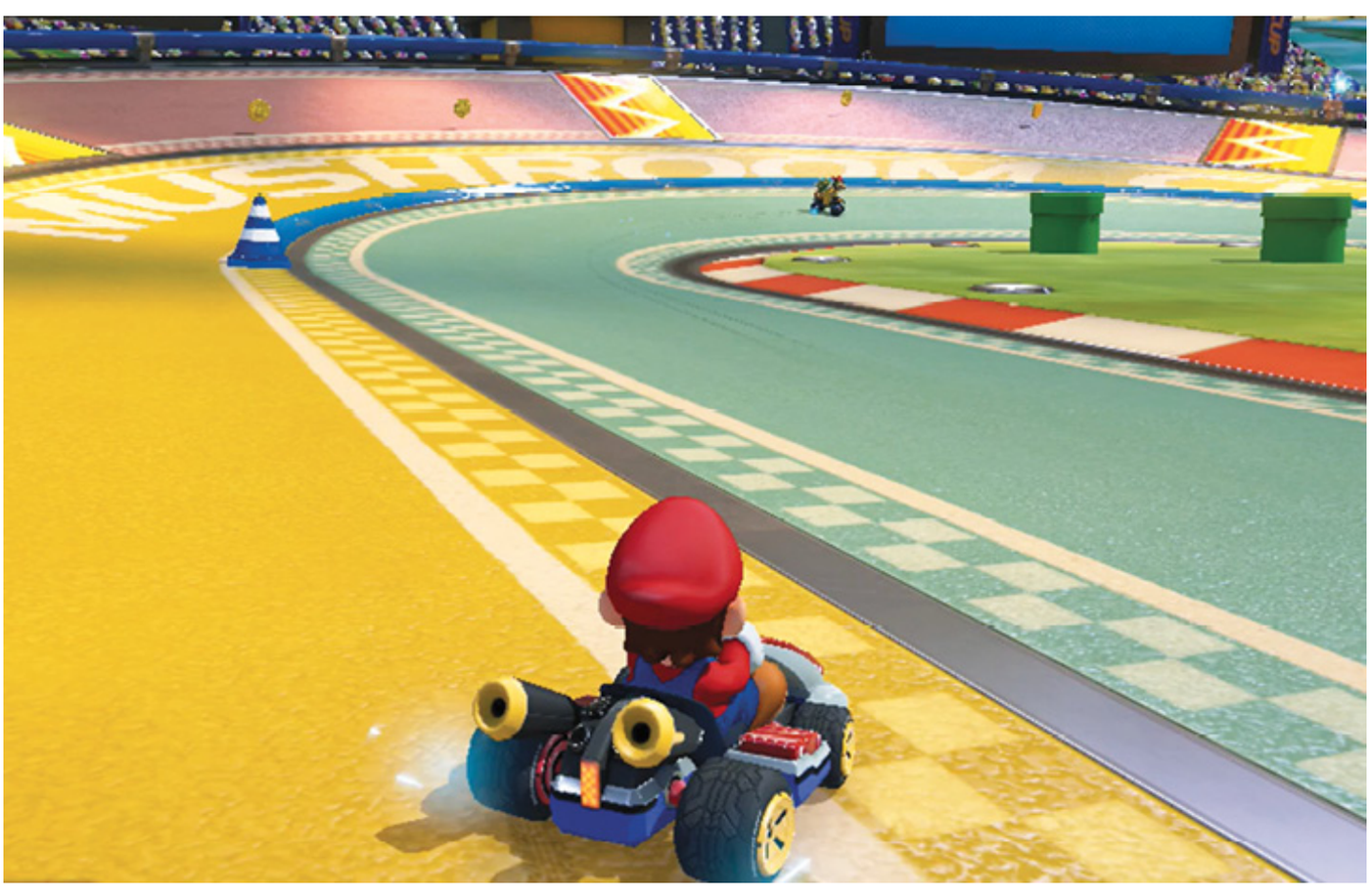
An advanced technique called Drift Braking, which is useful mainly during 200cc races, involves applying the brake during sparking drifts—enough brake to slow the lateral movement of the drift and keep the car on-track, but not so much brake that the drift dissolves into a mere slow turn. This technique is paramount to 200cc race success, can be helpful on the nastiest corners in 150cc races, and can be disregarded at the 100cc level or lower.

JUMP



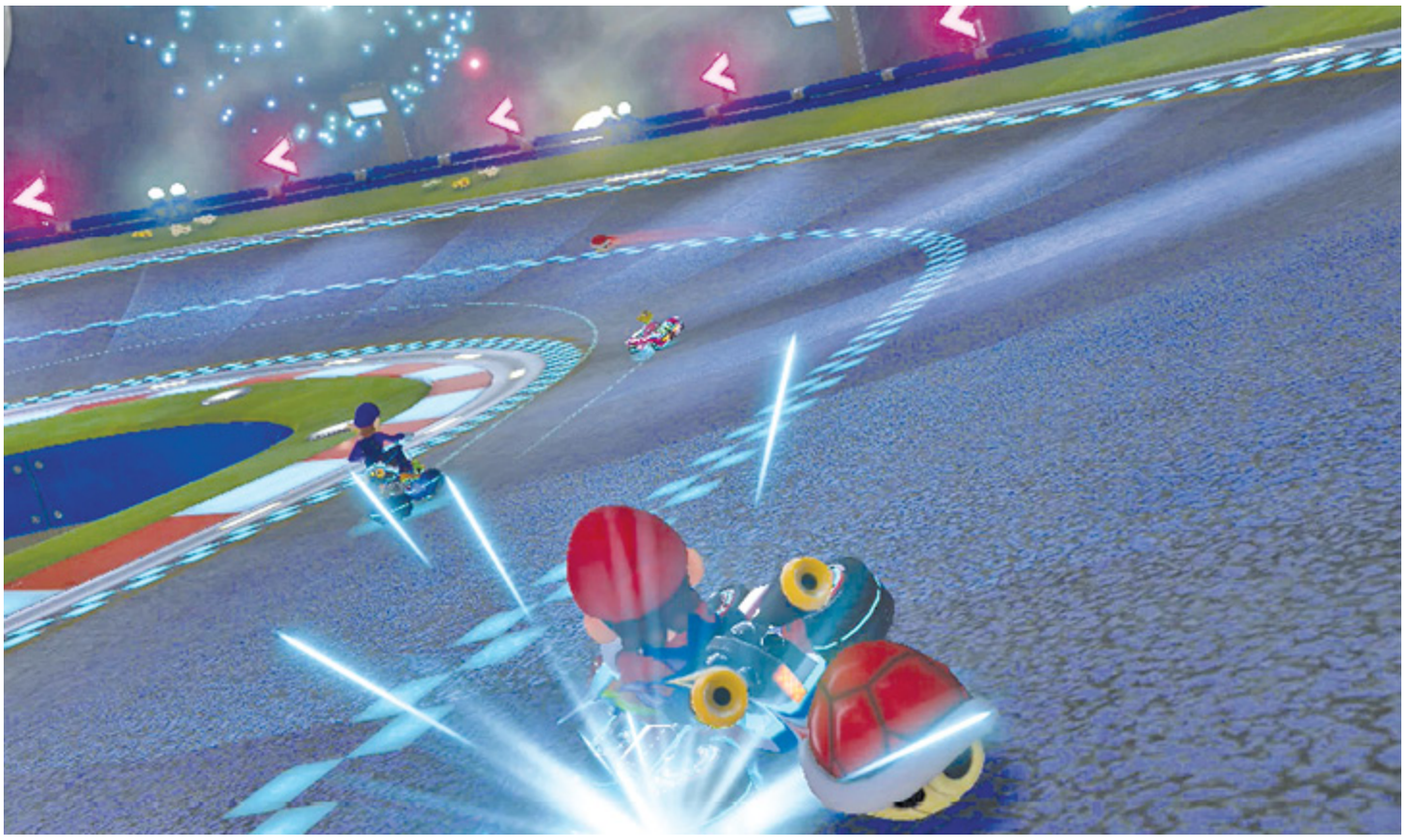
The drift button doubles as a jump button. Jumping won't take you over items on the road, but it can lift you over small gaps in the road. You can cut corners that overlook bottomless pits this way, but it can be quite risky to try.

DRIFT



Drifting allows you to tackle turns without losing speed. To enter a drift, point the nose of your vehicle into a turn, then hold R. The vehicle will hop into the turn, lose traction, and continue sliding with the same inertia as before, though the nose is pointed inward. The sharper your vehicle's nose is turned in while drifting, the faster you'll build up blue sparks, then orange, and eventually purple, allowing you to set off a Mini-Turbo, or a Super/Ultra Mini-Turbo. When R is released to activate a built-up turbo boost, traction is suddenly restored and the vehicle will cease lateral travel and surge forward toward where the nose is pointed. Note that the various vehicle chassis heavily affect how you drift.

SPARKS AND MINI-TURBO



While drifting would be useful anyway for the way it lets you tackle turns, it's even more useful for all the extra speed it can create. As you sustain a drift, sliding sideways through a turn while pointing the nose inward, sparks will begin to build up under the tires. Releasing a drift once sparks are happening results in a Mini-Turbo boost! It should soon become second-nature to be drifting into Mini-Turbo boosts off of most turns, only resorting to standard turn-and-brake cornering if the turn is too sharp or short for a solid drift, or the kart isn't going fast enough to initiate a drift (like after eating an enemy's item or smacking a wall).

The color of the sparks indicates how long the drift has been held, and how powerful the follow-up boost will be. Drift until blue sparks appear for a Mini-Turbo boost. Drift even longer for orange sparks, leading to a Super Mini-Turbo, which lasts about twice as long as a Mini-Turbo. On the longest turns, you can even drift long enough to build up to purple sparks, resulting in an Ultra Mini-Turbo boost, basically a free Mushroom! (However, unlike a Mushroom, it's important to note that Mini-Turbos won't carry you through off-road terrain like Mushrooms will.)

Purple sparks can only occur if Steering Assistance is disabled. It's not automatically better to hold a drift longer just to achieve orange or purple sparks—this can result in a risky or inefficient line, as you slide into the far walls of a turn trying to hold out for the next level of Mini-Turbo when basic blue sparks would've sufficed. Holding a drift longer for better turbo can make your movement more predictable in turns, leaving you open to item attacks or drafting. Use whichever level of Mini-Turbo gives you the best racing line in a given moment.

JUMP BOOST

By jumping just as you hit a ramp of some kind, you'll perform a Jump Boost, which will give a short burst of speed. You can determine the trick your racer executes by pressing a direction on your analog stick or control pad. There are lots of things on every race course that you can Jump Boost off of, even if it doesn't look obvious. Examples include coming over small hills, lips, or shelves in the track, so your vehicle gets a little more loft than an R button hop—a slight drop gives an opening for a Jump Boost just like a small jump does.

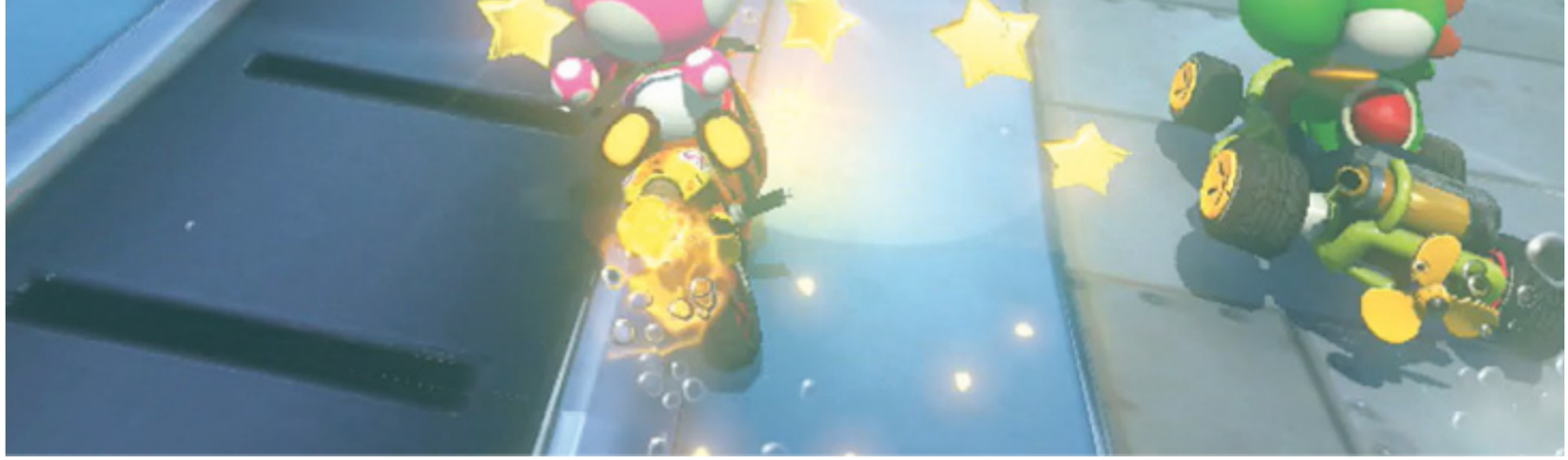
DRAFTING

If you stick behind a racer for a short period of time, you'll gain a significant burst of speed by riding their slipstream. Drafting can be tough to pull off, as most racers will simply not let you stay behind them without a fight. Make sure you don't accidentally run into any items a rival might be trailing when trying to draft behind them!

Drafting is obviously opportunistically good, used when the opportunity presents itself to slide in behind an opponent and benefit from their wake, ultimately passing them. But it's also cannily good toward the end of races when you're neck-and-neck with another frontrunner. If you intentionally let them have first place, then hang in right behind them, not only will you be well-positioned to make a passing play at the end, but you'll also be shielded if laggers trying to catch up fire a homing blue Spiny Shell at the frontrunner. While drafting in right behind someone barreling toward the finish line, keep a sharp eye out for any Spiny Shells circling above them, so you can ditch drafting them and swerve wide—Spiny Shells have splash damage. Finish your plate, don't come this far in your plan just to also take the hit!

Of course, this strategy harbors the obvious risk that maybe no one fires a Spiny Shell at the frontrunner, and maybe you fail to pass them with the slipstream boost, and you come in second on the power of being too clever by half. But, on the other hand, had you simply raced all-out and taken the lead on racing merit against your 1-2 rival, and then someone fired a Spiny Shell…

RAMMING



There’s no special button to press when you want to ram an opponent—just steer into them! Heavyweight racers can typically run any other racer off the track with a few good bumps. But with enough speed, even the lightest racer is able to push aside heavier rivals.

SPIN BOOST

While driving on antigravity portions of a track, ramming racers will reward you with a Spin Boost. The increase in speed does

How To Drive
Terrain

Courses in *Mario Kart 8 Deluxe* have a variety of terrains that you'll drive over (or fly over) during the progression of a race. These all affect your vehicle performance somehow, so it's important to know about them, and know how best to handle them.

ROAD

The main roads of any course are where you will traditionally get the best performance out of your chosen kart, bike, or ATV. Road surfaces allow for drifting and Mini-Turbos, and are often where the action is.

It should be noted that not all roads are equal. Courses such as Sherbet Land take place in icy and snowy environments, and your overall handling will reflect this!

ANTIGRAVITY ROADS

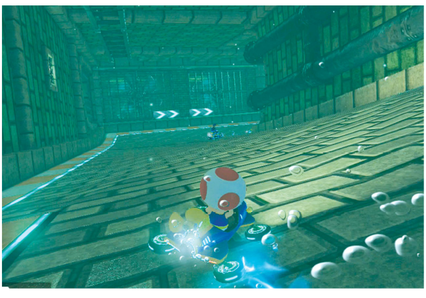
Mario Kart 8 Deluxe includes antigravity roads and antigravity panels. When a course begins to twist into strange angles and shapes, typically an antigravity panel will be there to trigger your vehicle's special drive system that will let you stick to any surface, even if it's upside down. Antigravity roads change your handling quite a bit. Your turns will seem floaty and be less sharp, and your momentum carries more through your drifts, which can make your turn exits wider.

OFF-ROAD

Off-road portions of a course, broadly speaking, are any parts of the course that are not the main track. For example, this can be grass, rough sand, or deep snow. Most of the time, you don't want to be off-road. Even when you maximize a vehicle's potential off-road performance, you lose too much speed crossing these parts of a course. You can't drift while off-road, or even come close to your max speed, unless you're flying over the rough terrain with a Mushroom or Super Star.

If you realize you're going to go off-road, but only very briefly, like over a brief patch of grass encroaching on the middle of a curve in the track, you can eliminate most of the damage to your momentum by timing a jump to avoid as much of the off-road patch as possible (sort of like using jumps to leap over very small gaps in the track). If you're not in contact with the off-road surface, you're not losing speed. That said, by the time you've spent even a moment traveling in the patch, it's too late, and repeated jumps won't help anything when you're really bogged down off-road.

WATER



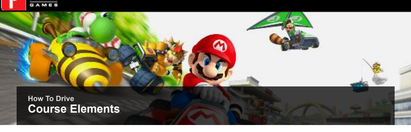
Some courses will send you into the water as part of the race, and in these sections you'll have to adjust for more sluggish handling. Your turns will not be as sharp as usual. Some courses featuring water will also have multiple instances where you jump out of the water and dive right back in, costing you some speed in both cases.

Interestingly, taller karts will often go on two wheels more easily during drifts underwater, which can help you in cutting corners as tightly as possible.

AIR

Flying through the air is accomplished with glider parts that make up your vehicle. Before a flight, you're typically launched from dash panels and glide ramps. Performing a Jump Boost off the glider launch is possible; see Glide Ramps below. Depending on the course, you will either be sent flying "on rails" to the next section, or you will have complete control of your flight in order to determine how and where you land. Some shortcuts require you to make maximum use out of a flight in order to bypass rough terrain.

Like with jumping, catching air is great for aerodynamics, since you're not losing some of your forward energy through friction between your tires and the ground. When you're in total control of a glide path over the track, the choice between staying airborne as long as possible (keeping the nose pointed up) or landing early (pointing the nose down and descending) comes down to whether there are Item Boxes or Coins below you want to collect.



How To Drive
Course Elements

Every course features specialized panels or obstacles that actually help boost your speed, or assist you in overtaking, attacking, and defending yourself against other racers.

DASH PANELS

Dash panels help send you flying across the course at high speed. Occasionally, you'll find dash panels on ramps to help extend how far you go from the ramp. In some cases, the dash panels are on moving platforms and might require you to do some fancy driving in order to hit them. Ironically, sometimes taking a route indicated by dash panels is not the fastest route through a track.

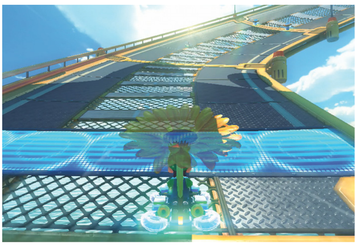
RAMPS

Ramps are either very obvious constructs placed on sections of a course, or seemingly innocuous parts of the environment, like the crests of hills formed by a track being rocked by shockwaves or pipes lying lengthwise across the ground. You can Jump Boost off a ramp for extra speed.

GLIDE RAMPS

A glide ramp will always be found before any mandatory gliding sections of a course, but some shortcuts in the game are only possible due to glide ramps placed off the beaten path. Gliding can help you bypass more complex parts of a course, or avoid obstacles and off-road sections.

ANTIGRAVITY PANELS



Antigravity panels are found before the crazier sections of a course, but they also help enable alternate routes.

Remember that the handling of your vehicle changes when under the effects of antigravity, so be prepared to compensate for that.

SPIN BOOST PILLARS

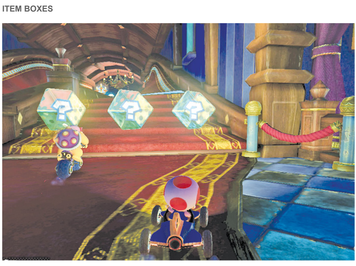
Found on antigravity roads, these pillars provide the same Spin Boost you get when making contact with another racer on these sections of a track. However, you lose some control of your vehicle while enjoying the boost provided by a Spin Boost pillar. Spin Boost pillars don't share the same appearance across all the tracks they show up on, but they all do the same thing.

COINS

Coins are spread throughout every course in *Mario Kart 8 Deluxe*, with the exception of tracks inspired by *F-Zero*. Collecting a Coin provides a boost to your maximum top speed. At ten Coins, you reach your maximum potential speed. Just because you've hit the ten-Coin cap doesn't mean you shouldn't pick up more during a Grand Prix race. You not only want Coins for yourself—you want to deny them to your rivals! However, during a Time Trial, you don't want to go out of your way to collect Coins once you've reached the maximum. Concentrating on a good racing line is more important.

Coins regenerate on a course after a short time in most game modes. However, in Time Trials Coins do NOT regenerate after being collected.

ITEM BOXES



Appearing in all game modes outside of Time Trials, Item Boxes contain your primary offense and defense against other racers on the track. As with Coins, you not only want Item Boxes for yourself, you also want to deny your enemies a chance at items. Also in common with Coins, Item Boxes regenerate after a short period of time. New to *Mario Kart 8 Deluxe*, double Item Boxes will refill both item slots at once, for double the firepower.